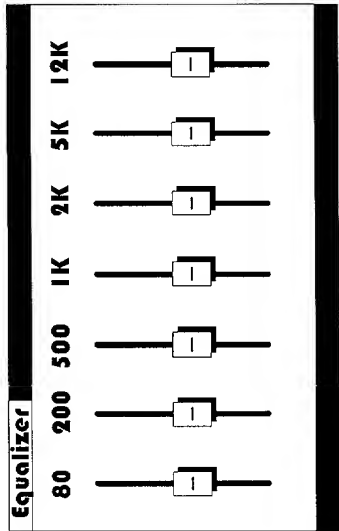


FIG. 1 is a schematic diagram of an equalizer control interface. FIG. 2 is a schematic diagram of a skin definition file. FIG. 3 is a schematic diagram of a skin definition file.

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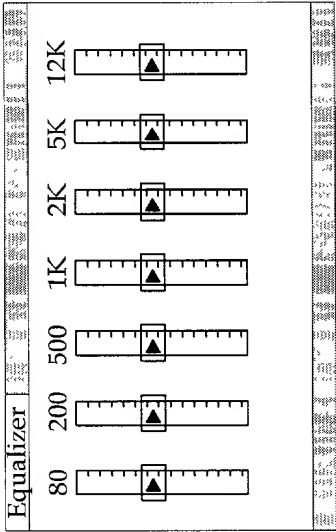


Fig. 1

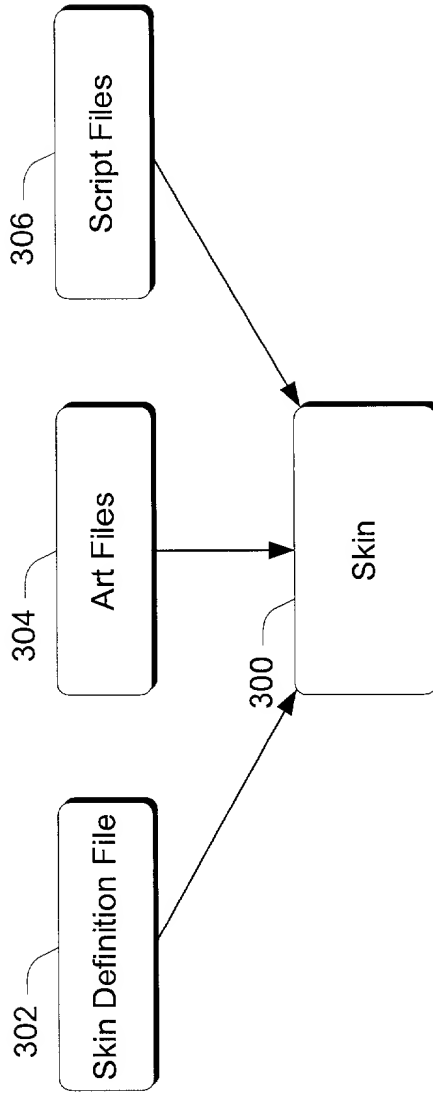
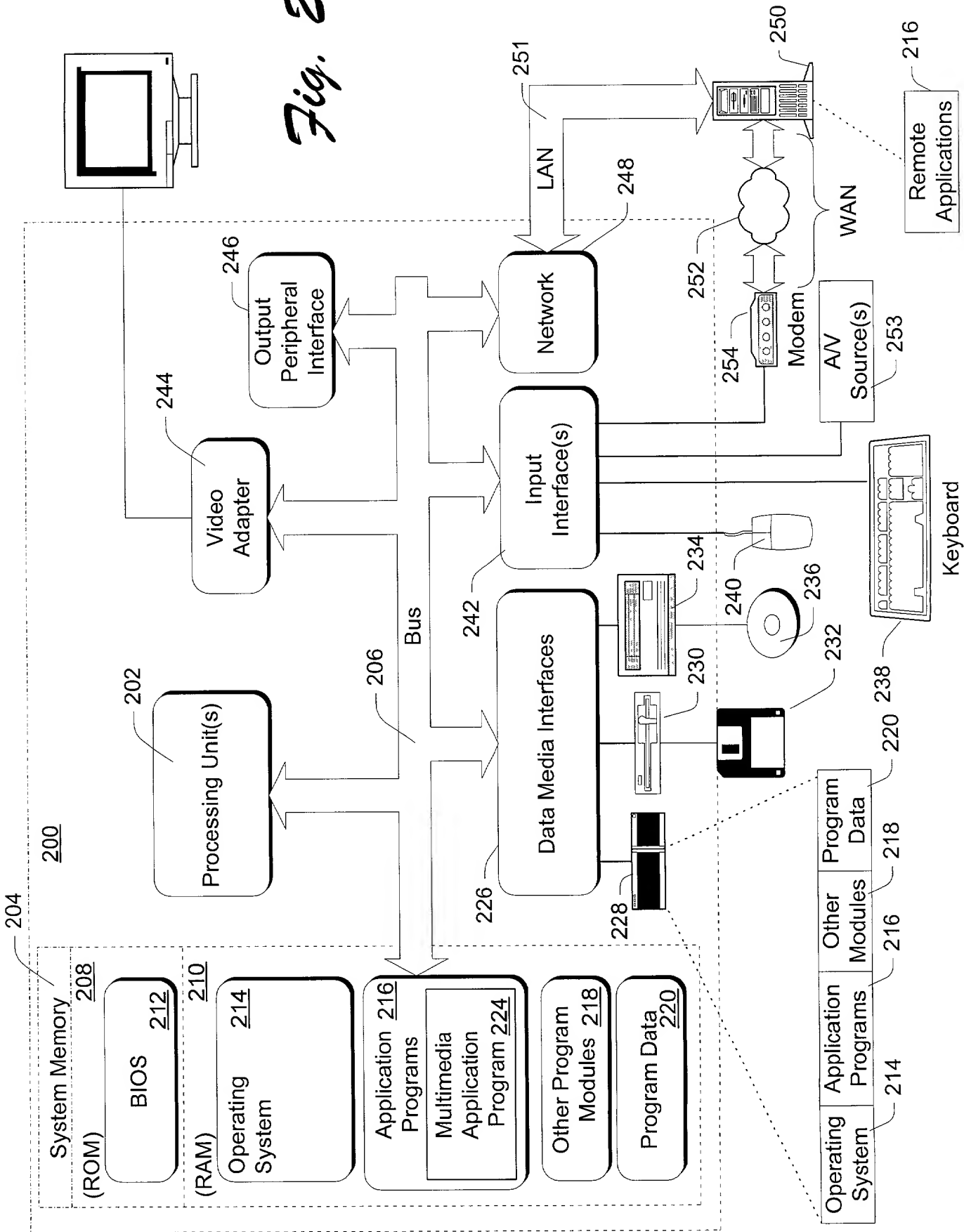
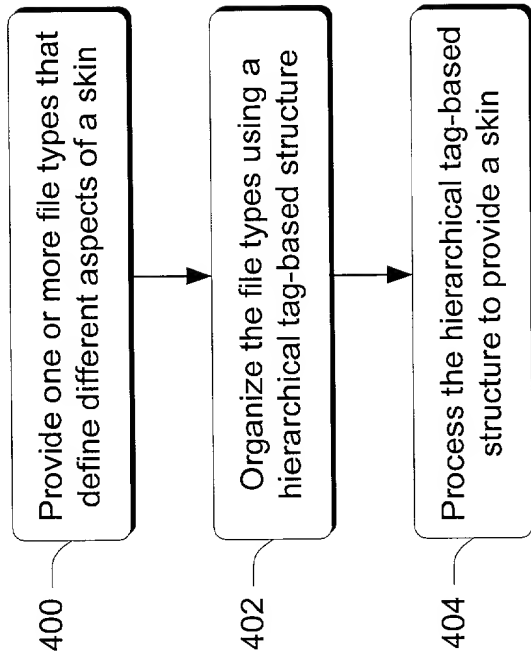


Fig. 3

Fig. 2



*Fig. 4*

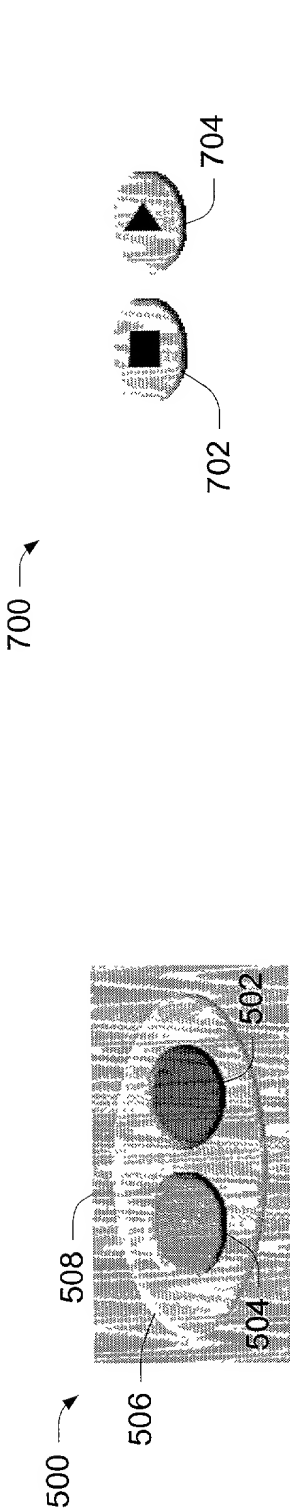


Fig. 7

Fig. 5

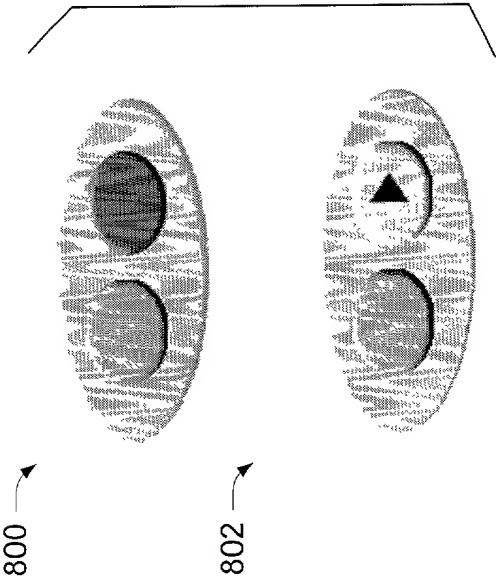


Fig. 8

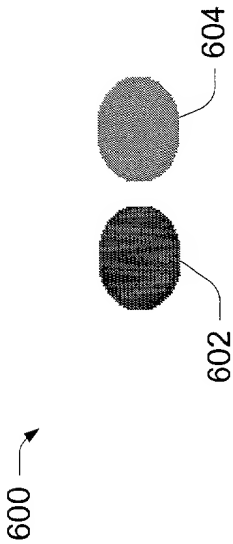


Fig. 6

1000 → <THEME>  
<VIEW  
clippingColor = "#CCCC00"  
backgroundImage = "background.bmp"  
titleBar = "false">  
  
<BUTTONGROUP  
mappingImage = "map.bmp"  
hoverImage = "hover.bmp">  
  
<PLAYELEMENT  
mappingColor = "#00FF00"/>  
  
<STOPELEMENT  
mappingColor = "#FF0000"/>  
  
</BUTTONGROUP>  
</VIEW>  
</THEME>

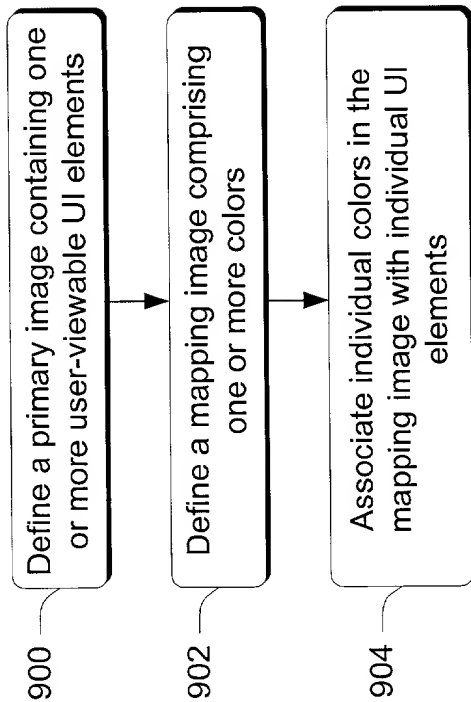
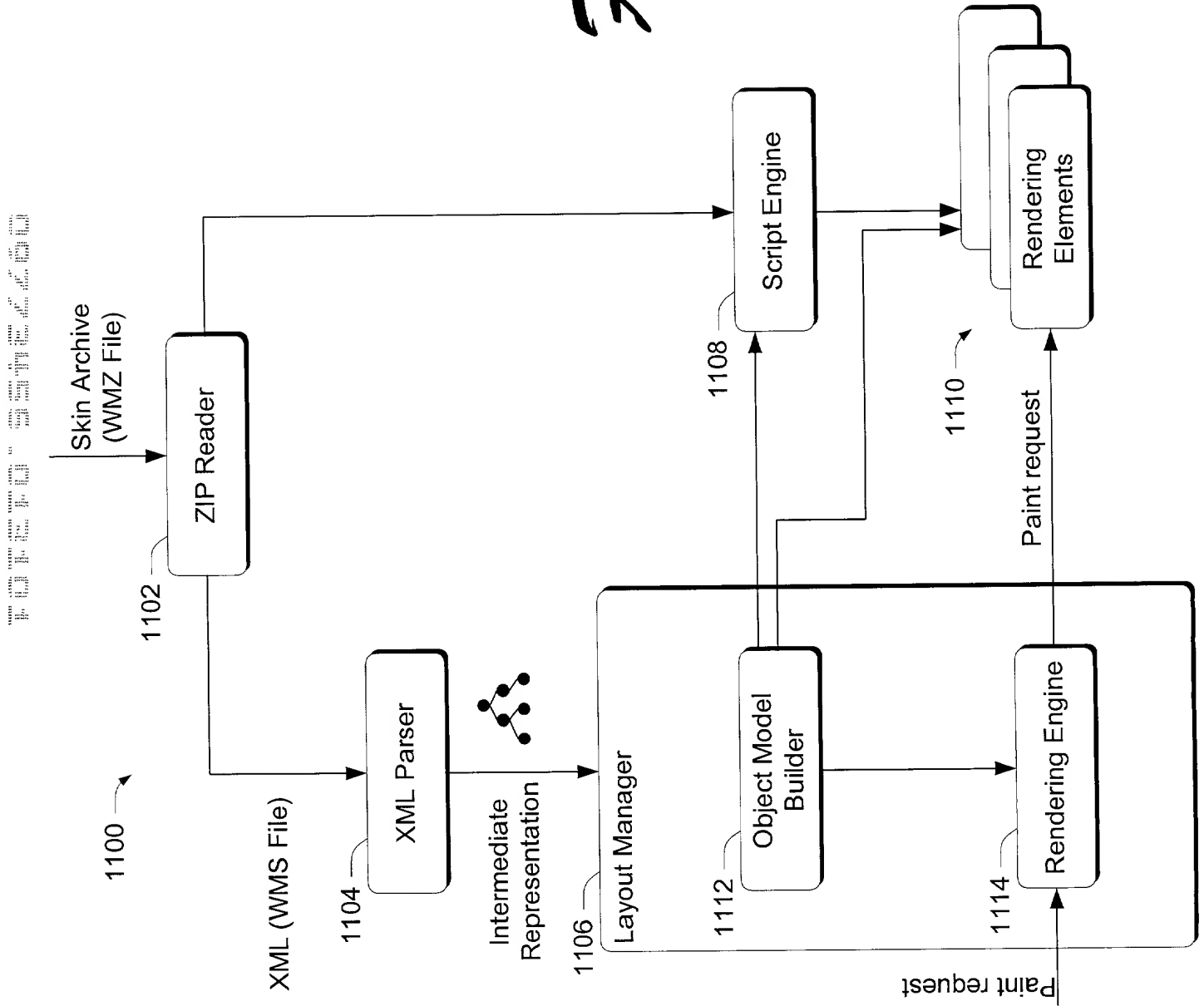
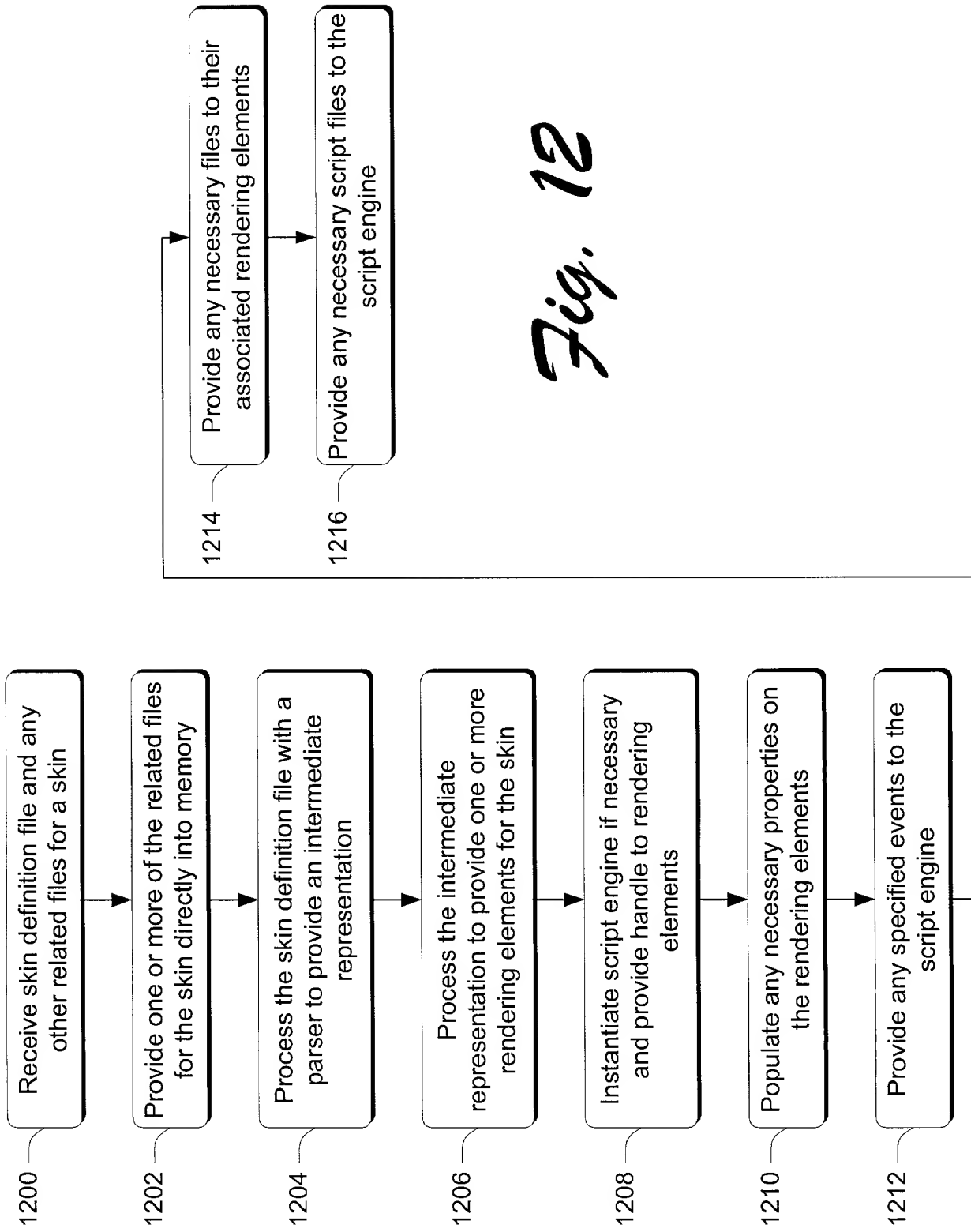


Fig. 9

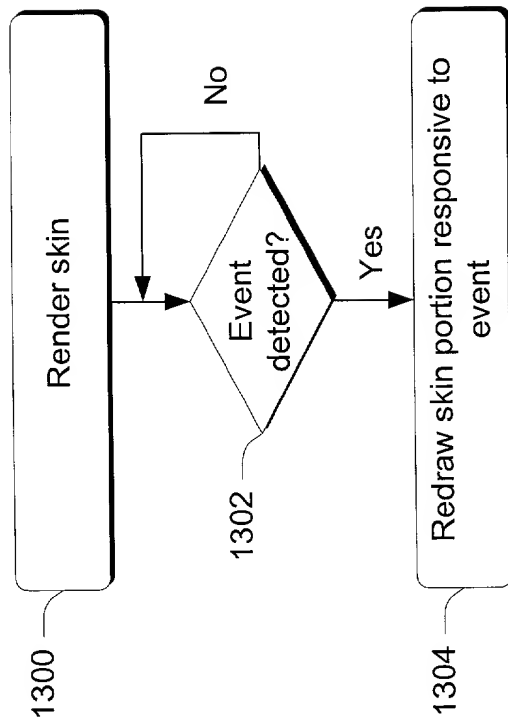
Fig. 10

Fig. 11





*Fig. 12*



*Fig. 13*

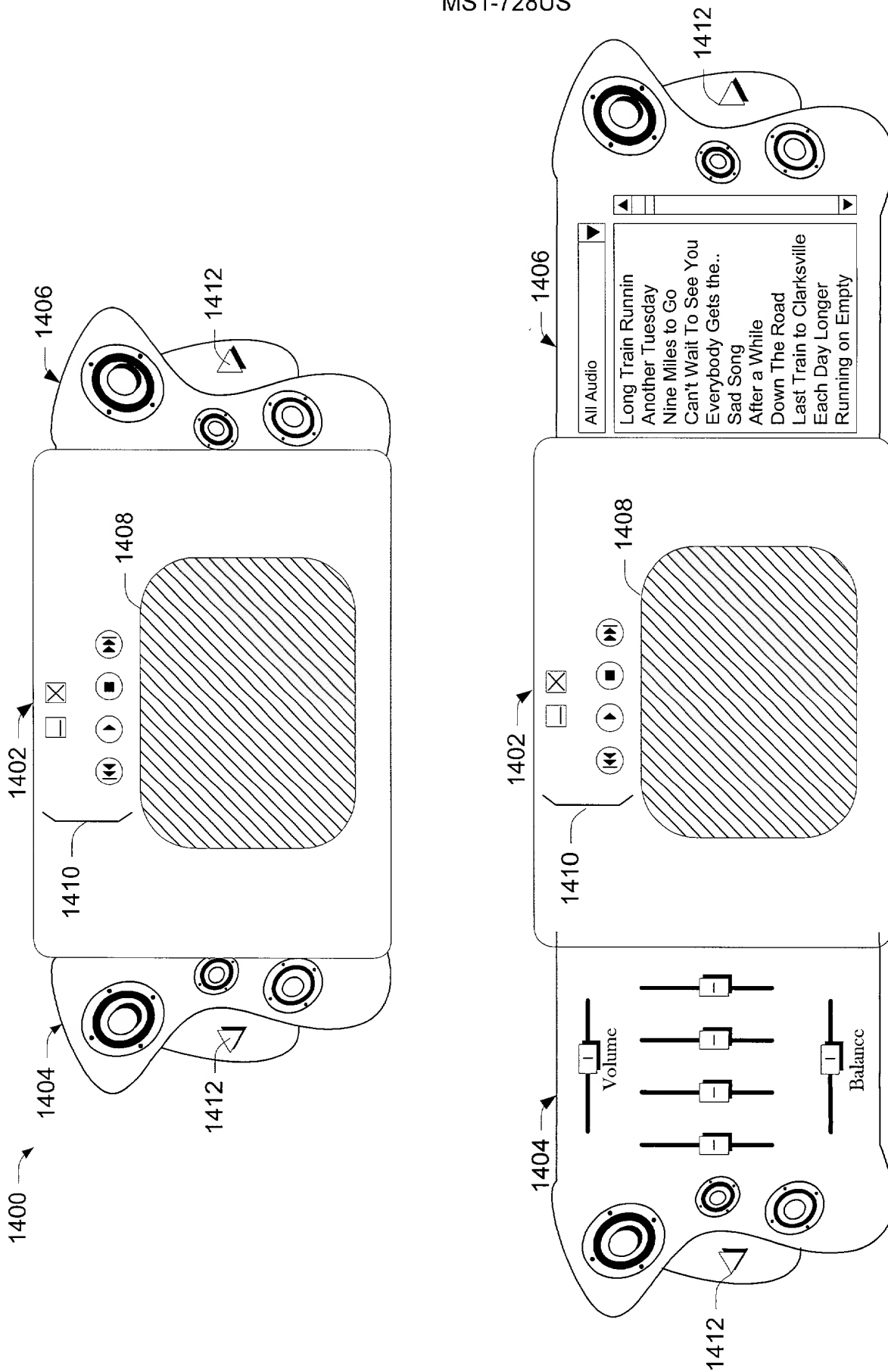


Fig. 14

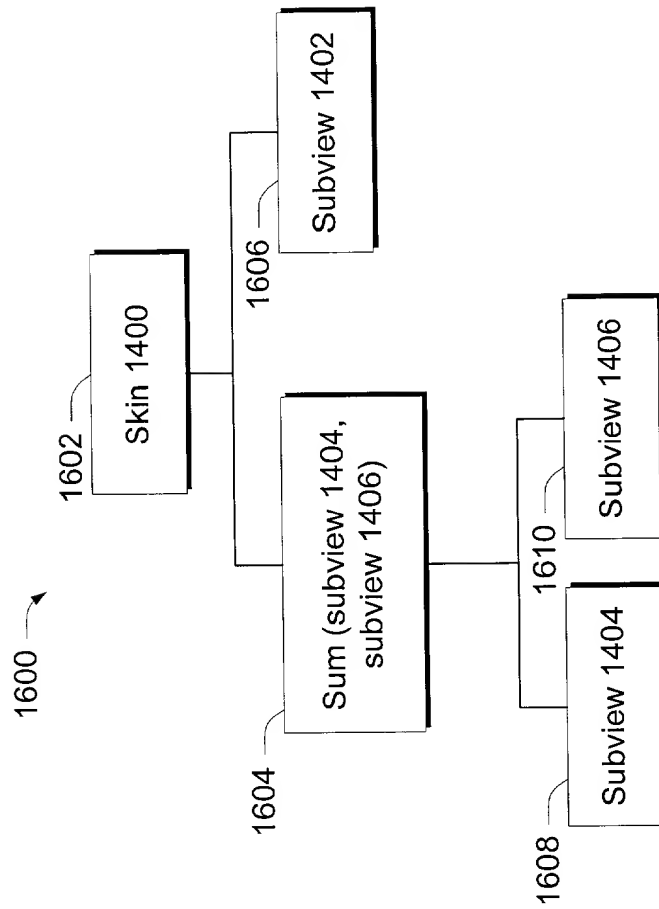


Fig. 16

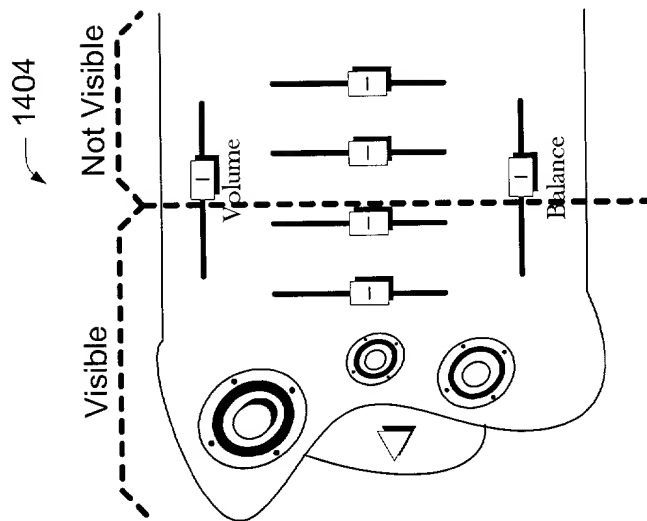


Fig. 15

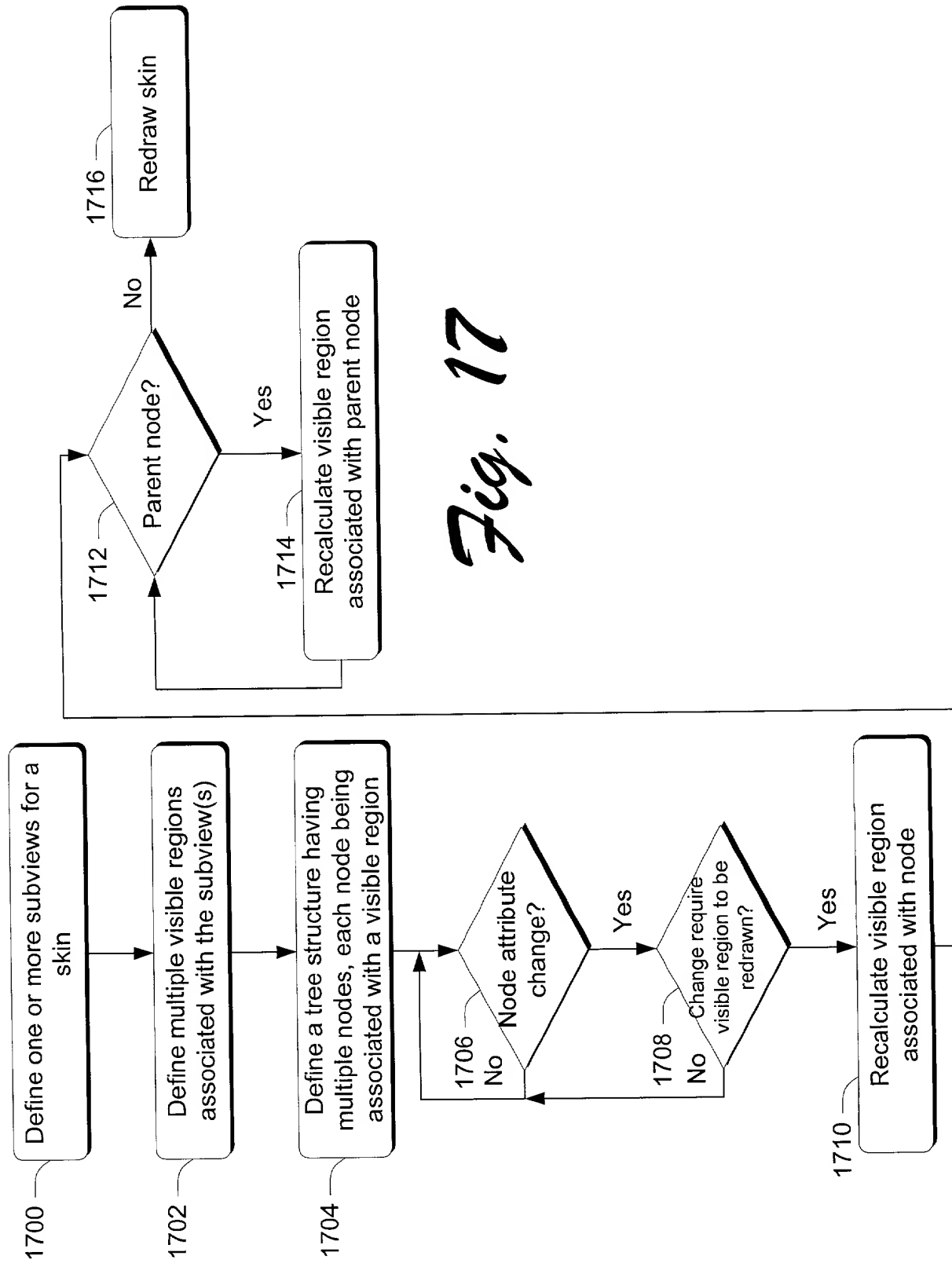


Fig. 17

```

<THEME>
<VIEW>
  <PLAYER>
    <SETTINGS>
      volume_onchange="volumeslider.value = volume;" >
    </SETTINGS>
  </PLAYER>
  <SLIDER>
    id="volumeslider"
    min="0"
    max="100"
    onpositionchange="player.settings.volume = value;" >
  </SLIDER>
</VIEW>
</THEME>

```

Fig. 18

```

<THEME>
<VIEW>
  <SLIDER>
    min="0"
    max="100"
    value="wmpprop:player.settings.volume"
    onpositionchange="player.settings.volume = value;" >
  </SLIDER>
</VIEW>
</THEME>

```

Fig. 19

```

<THEME>
<VIEW>
  <BUTTON
    id=play
    visible="TRUE" />
  <BUTTON
    id=pause
    visible="wmpprop:play.visible" />
</VIEW>
</THEME>

```

Fig. 20

```

skin.wms
<THEME>
<VIEW>
  <PLAYER>
    playstatechange="EnablePlayButton();"
    openstatechange="EnablePlayButton();"
  </PLAYER>
  <PLAYBUTTON
    id="play"
    image="play.bmp"
    disabledimage="play_disabled.bmp"
    onpositionchange="player.settings.volume = value;" >
  </PLAYBUTTON>
</VIEW>
</THEME>

skin.js
function EnablePlayButton ()
{
  play.enabled = (player.playState != wmppsPlaying) &&
    (player.openState == wmposMediaOpen);
}

```

*Fig. 21*

```
<THEME>
<VIEW>
  <PLAYBUTTON
    image="play.bmp"
    disabledimage="play_disabled.bmp"
    enabled="wmpenabled:player.controls.play();" >
  </PLAYBUTTON>
</VIEW>
</THEME>
```

Fig. 22

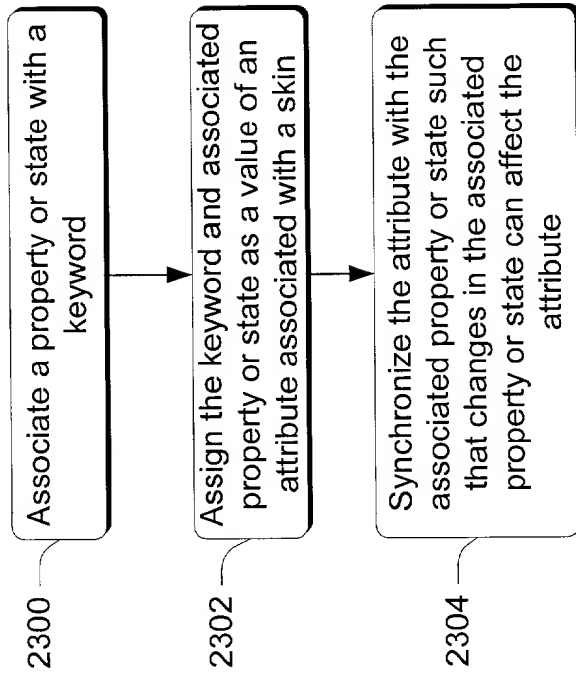
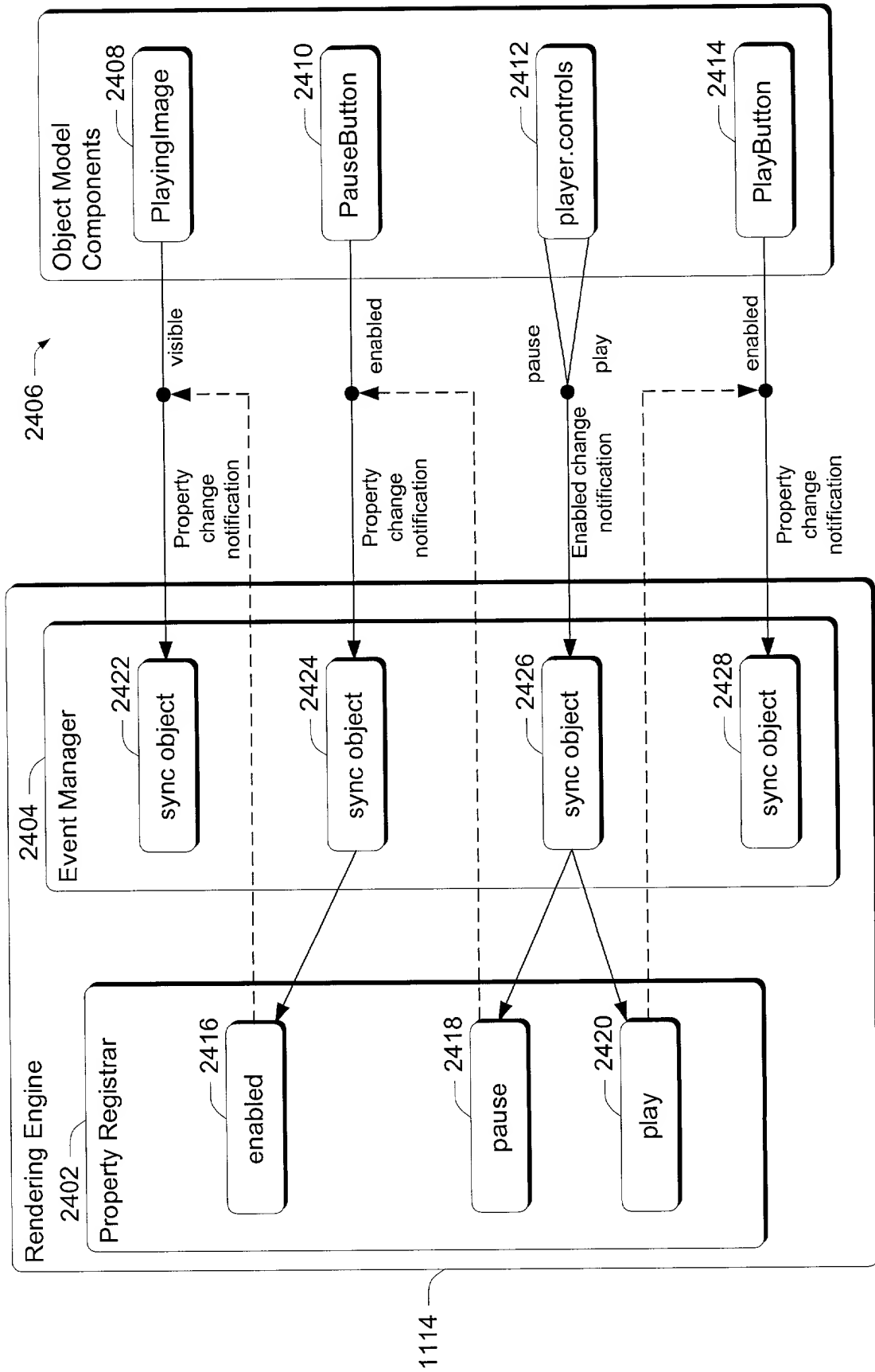
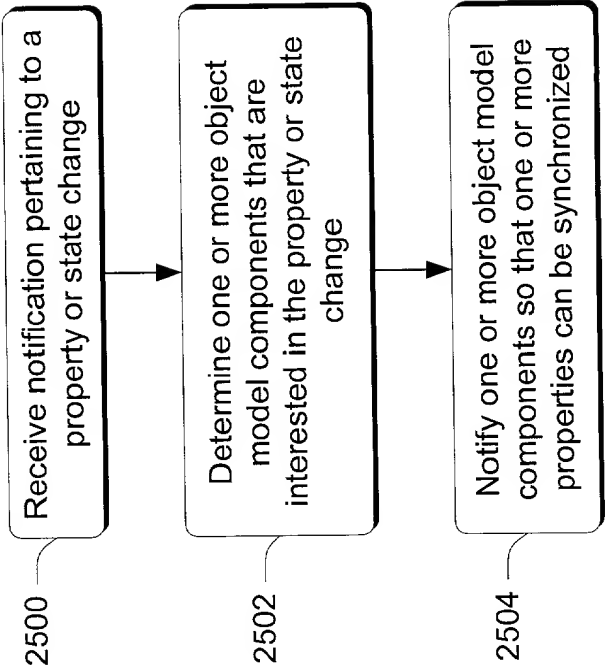


Fig. 23

*Fig. 24*



*Fig. 25*